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## Memo

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### LEGO Rock Raiders "Behind the Scenes..." for the LEGO World Club Magazine

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#### LEGO Media Products - LEGO Rock Raiders PC CD-ROM September Release

LEGO Rock Raiders Sony PlayStation      October  
Release

#### Article Focus:

- ◆ **"Behind the scenes with the programmer... what it takes to make a software/video game"**

Tie-in with the close co-operation between "FUTURA" and LMI Development.

Progression from game/product idea to model to 3D rendered graphic to playable software.

Focus to be on the "Software Development" from ARTWORLD UK and the cool 3D rendered

Graphics available in the games.

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<b>Visuals Needed</b>	<b>Responsible</b>
<b>Status</b>	
➤ Rock Monster - 3D rendered image from packaging OK	Clinic
➤ Rock Monster - ICE, LAVA	Data Design
➤ Rock Raiders - 3D character images	Data Design
➤ Various Creatures - Slugs, spiders, energy crystals Data Design	
➤ Screen Shots - Latest shots from the games PC & PSX Data Design      LMI 17.05.	
No Language showing!	
➤ Underground Backgrounds - ICE, LAVA & ROCK LEVELS Design	Data
➤ Vehicles - 3D rendered images Design      LMI - OK	Data
4970 Chrome Crusher Power Driller	
4940 Granite Grinder	
4980 Tunnel Transport Helicopter	
4950 Loader Dozer	
- LEGO SYSTEM Model Images requested	LEGO A/S
➤ Early Story Boards hand drawings	Data Design
➤ <b>Photos from "Data Design" - Various Shots Needed</b> <b>Design</b>	<b>Data</b>
• Programmers at work next to computers showing game	
• Art designer (graphics person) hand drawing characters or scenes Perhaps with LEGO System Models in the background	
• Designing 3D rendered graphics on PCs - focus on the steps	

Which take place to achieve final rendered artwork

- Any sort of interesting aspects of programming or computer Design which take place in the development process
- Shot of the various "team members"

♦ **ITEMS WHICH MUST BE INCLUDED IN THE 2 PAGE LAYOUT!**

- ♦ Package front from PC CD-ROM & PSX Versions LMI
- ♦ LEGO Media Website mention [WWW.LEGOMEDIA.COM](http://WWW.LEGOMEDIA.COM)
- ♦ LEGO Rock Raiders Logo
- ♦ PC CD-ROM & PSX Logos
- ♦ Release Dates - Available in September on PC CD-ROM & October on PSX

♦ **Game Information**

- ♦ Game is a tie-in with the new LEGO SYSTEM Underground play theme.
- ♦ The universe was created jointly by LEGO Futura and LEGO Media.
- ♦ Work started on the PC version in October 1997 and on the PSX version in July 1998.
- ♦ Both PC and PSX versions of the game created by Data Design Interactive, based in Halesowen near Birmingham in the UK.
- ♦ Aimed at boys of 8 years and over.
- ♦ Minimum specs of the PC version are 200MHz Pentium with 3D-accelerator card.

♦ **Game Story**

- ♦ LMS Explorer, a mining ship, is returning home after a long expedition.
- ♦ The ship gets caught up in a freak asteroid storm.
- ♦ Suddenly complications arise when a wormhole appears!
- ♦ The ship gets sucked into the wormhole, along with asteroids, which pummel the ship and disable many of its systems.
- ♦ Disaster! The ship has been zapped across space to a whole new galaxy - and there's no power to get home!
- ♦ Luckily, the ship has materialised near a planet rich in crystals and ore.
- ♦ The Rock Raiders have to mine the planet for materials to repair and power the ship.
- ♦ Unfortunately, there are indigenous lifeforms who use the crystals and ore as food - and they guard these precious items jealously.

♦ **Basic Gameplay (PC Version)**

- ♦ Real-time strategy resource management game.
- ♦ Currently there are 12 tutorial levels and over 20 'proper' missions planned.
- ♦ The overall aim is to mine enough energy crystals and ore to get the ship home.
- ♦ The player teleports Rock Raiders down to the caverns beneath the planet's surface.
- ♦ Under your guidance they then dig at the walls.
- ♦ Using the materials found the player can build new buildings and vehicles.
- ♦ Player has to be on the lookout for natural hazards, such as lava flows, flash floods, geysers, whirlpools and gas clouds.
- ♦ Also, local lifeforms such as rock monsters, slugs and spiders, will try to steal crystals and impede the Rock Raiders' progress.

- ◆ The Rock Raiders can try to repel the advancing creatures using 'pusher guns' or stop them in their tracks with 'freezer rays'.
- ◆ If Rock Raiders take too much damage then they are teleported safely back to the ship.

#### ◆ **Key Features**

- ◆ Real-time 3D engine enables both rotational isometric and first person gaming perspectives
- ◆ Accelerated 3D graphics for enhanced visual effects and graphical quality.
- ◆ Original soundtrack, with eerie atmospheric effects and music.
- ◆ Intuitive user interface - select between advanced and novice player user interfaces.
- ◆ In-depth tutorials and help for younger players.

#### ◆ **PSX Version**

- ◆ Has the same background, plot and look & feel as the PC game.
- ◆ Game is an action game.
- ◆ Player is given a mission briefing and then picks one of the key Rock Raiders - Jet the pilot, Axle the driver, Docs the geologist, Bandit the helmsman or Sparks the engineer - to complete it.
- ◆ Player controls vehicles directly using joypad (player is effectively 'driving' the vehicles).
- ◆ Player swaps between vehicles and uses their unique abilities to overcome obstacles in the way.
- ◆ Player can only control one vehicle at a time.
- ◆ Player wins each level by achieving certain goals - these will change from level to level.
- ◆ Example missions: the player has to find and rescue a specific number of raider within a time limit; the player has to outrun a cascading lava flow; the player has to defend the base from rock monsters while collecting enough crystals to power the electric fences...
- ◆ In two-player mode there are specially designed levels where players collaborate on one screen, Gauntlet-style, to collect crystals - for example, one player might be in a driller while the other is on foot keeping attacking hordes of spiders at bay.
- ◆ There are currently 15-20 one-player missions planned; the number of two-player missions has yet to be decided.
- ◆ Gameplay can be summarised as fast, frantic, rewards fast reactions and on-the-fly decision making - tailored for PSX market.

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 IN THE WORKS... other possible "extras"  
 Rock Raiders Demo CD-ROM included as cover mount

Rock Raiders Screen Saver and Desk Top Theme  
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Timeline:

GERMAN LEGO WORLD CLUB

14. May All materials due to Courage in Denmark  
21. May Layout Production Meeting  
15. June Final proof reading and corrections due  
16. August Delivery  
31. August Mail Out in Germany, Austria & Switzerland  
Sept./Oct. Issue ca. 150,000 copies

UK LEGO WORLD CLUB

5. July 2 page final layout on disc to UK Agency  
Late August Mail Out in UK  
July/August/Sept. Issue ca. 65.000 copies

ASIA LEGO WORLD CLUB (English Versions)

1. June 2 page final layout as POSITIVE FILMS to ASIA  
Late August Mail Out in ASIA  
July/August/Sept. Issue ca. 14.000 copies